

Medium Conflicts

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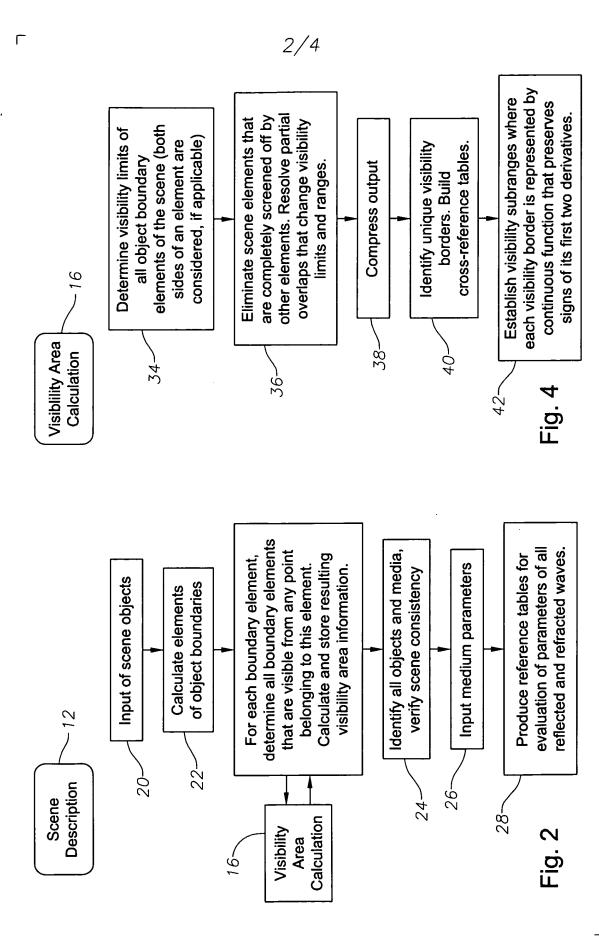
are visible. Calculate and For each source/receiver boundary elements that store resulting visibility position, determine all Check for Possible Identify Medium at area information. Each Location, Input Source and Receiver Positions 30-Source/Receiver Information **Processing** Calculation Visibility Area 16-Source/Receiver Description Information Processing Front Tracing Scene Fig. 1 Calculation Visibility Area

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Fig. 3

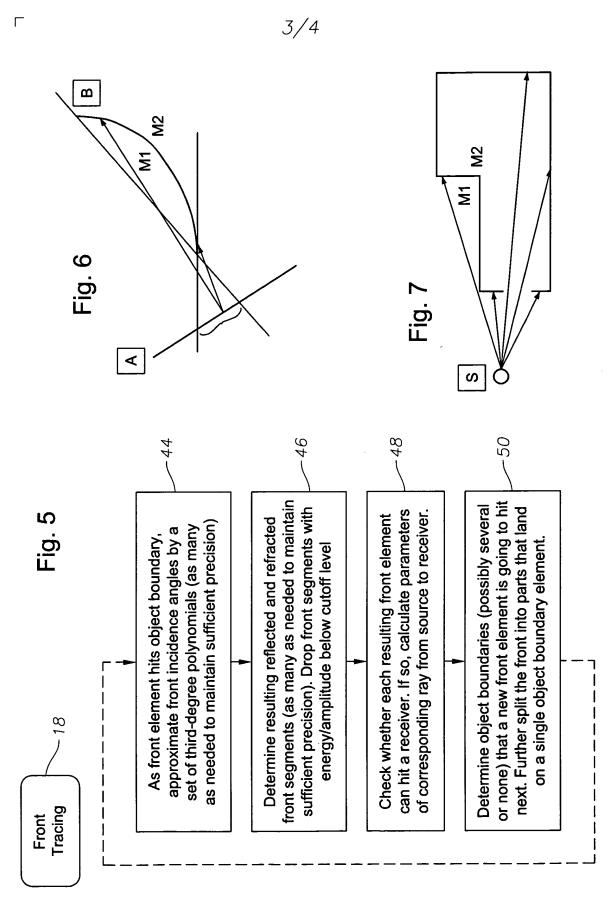
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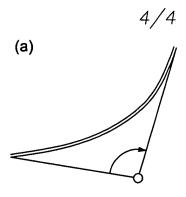
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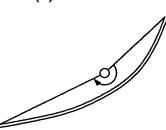


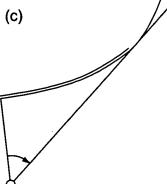
Fig. 8

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(b)





(d)

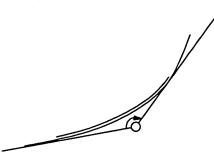


Fig. 9

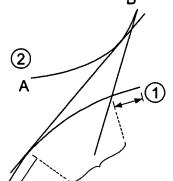
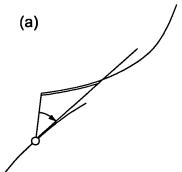
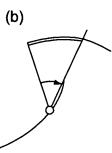


Fig. 10







(c)

